

Fulbright Scholar-in-Residence Program (S-I-R)

Academic Year 2023-2024 Competition

FY23 Scholar Recruitment Memo

Name of Host Institution: Clark University

Location: Worcester, MA

Institution Website: clarku.edu

Scholar: To be recruited	Program Start: September 2023
Country of Origin: Vietnam or Japan	Monthly Stipend Allowance according to location: 3400
Discipline: Design	Program Length in Months: 9
Specialization: Game Design and Development	Institution Type: Not Applicable
Hosting Department: Becker School of Design & Technology	Locale: Urban

Institutional and Program Summary:

Summary of Activities: The scholar will be part of our work with campus organizations and invited to act as a mentor/judge for campus activities such as our BSDT games-workshop which is a University supported STEAM development collaborative. They are invited and encouraged to join in and work with our International Center where they may enjoy a full program of events and participate in or organize activities of their choosing. Further, our community Engagement & Volunteering Center hosts a number of events year round.

Academic Program: The scholar will be housed in Clark University's Becker School of Design and Technology's Interactive Media [Games] department.

In the Fall and Spring, they would be asked to co-teach, with an instructor with significant previous experience, Game Studio which is an experiential production course in collaboration with community partners; Fall with the Worcester Art Museum, Spring with our Boston opera company partner, White Snake. In the Spring they would also teach an advanced topics colloquium on international interactive media development.

Throughout the year, the scholar will be invited to participate in curriculum development for an interactive media major track in international game studies to add to our seven existing tracks. A track consists of the selection of four to five courses, some of which may be from other departments or schools, or which are to be proposed, all of which provide concentrated study of a specialized topic within the Interactive Media (Game) major.

Scholar Profile: Position responsibilities include developing and teaching courses at the undergraduate level and possibly graduate level for Clark University's Becker School of Design & Technology in our award-winning Interactive Media program. The position also carries the expectation of mentoring students and actively engaging in multi-disciplinary collaborative projects among faculty, community, and students.

Our department recognizes the Master of Fine Arts (MFA) as a terminal degree, and as such the scholar should have an MFA, another terminal degree such as a doctorate, or be currently enrolled in a such a program. Scholars who are a strong fit and who have earned other master's degrees would also be qualified.

We are looking for a minimum of two years of teaching experience, a portfolio of professional/development experience, and a commitment to research and practice in the field.

Scholar must demonstrate commitment to promoting a culture of equity, diversity, and inclusion.

Plans for Other Campus Activities: The scholar would be asked to deliver a guest lecture open to the public as an introduction to their work/research and practice. They would also be asked to work with our student chapter of the International Game Developers Association [IGDA] to be involved in annual programming such as guest speaker outreach

and working to identify and connect with Interactive Media and game developer organizations, user groups, and graduate schools around the world. The scholar would also be invited to all of the University programming including lectures, exhibitions, research and grant writing workshops, and faculty mingles, as well as a number of international community engagement events. The BSDT collaborates extensively with the Visual and Performing Arts and the Computer Science departments, developing curriculum, furthering interdisciplinary programs, and identifying research and scholarly project opportunities – to all of which the SIR would be eagerly invited.

Community Outreach: Opportunities to engage with the community would include the public talk supported by the Higgins School of the Humanities, established to foster humanistic perspectives on pressing issues of the day through open dialogue, and work with our University Park Partnership which connects Clark with neighborhood residents, local churches, government officials, the business community, and public schools. There will also be media engagement around the scholar's contribution to the BSDT's and partner work with the Worcester Art Museum and Boston White Snake Productions, arising from the scholar's co-teaching of Studio. The Worcester Art Museum is recognized for their impactful exhibits and community engaged programming while White Snake is an activist opera company making mission-driven work that unites artmaking with civic practice in Boston. Clark's also has a robust social media and marketing department that works closely with BSDT to promote university work.

